

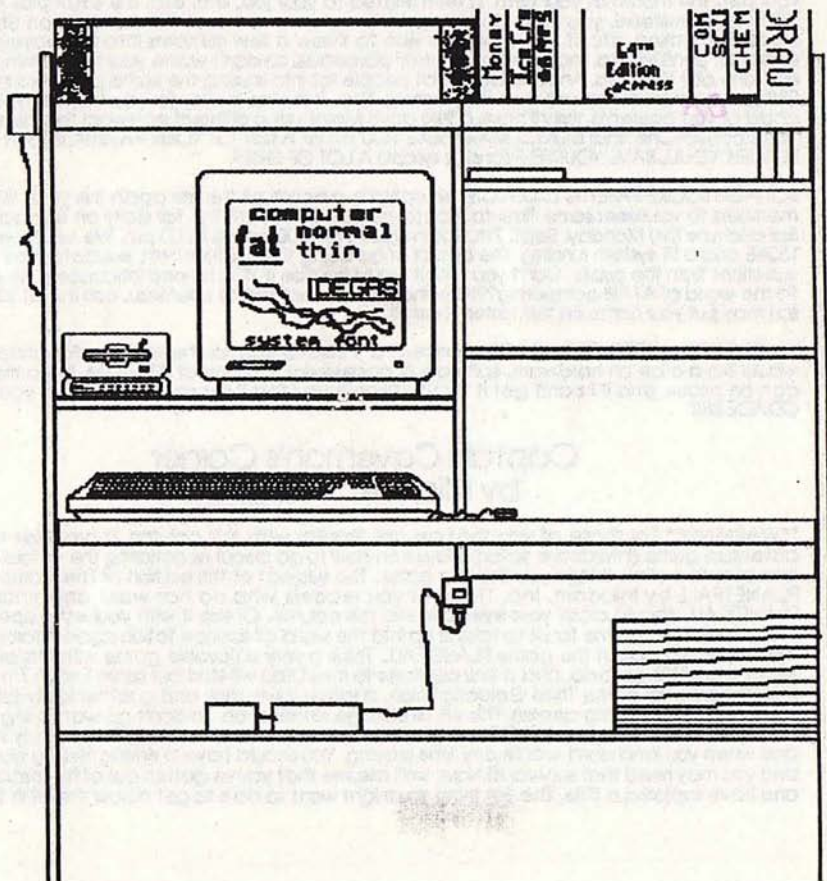
CADACE DIRECTORY AGAIN COMPUTER ENTHUSIASTS JULY 1987 NEWSLETTER

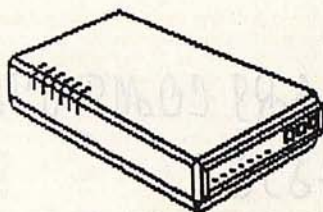
for Newsletter information and articles please leave a message to Bill Silverman on the CADACE BBS (518 237-1232), or Email to Bill on Genie.

The CADACE Newsletter address for subscription questions is

CADACE Newsletter Post Office Box 511

Delmar, New York 12054





BBS NEWS (and OTHER STUFF) by Ed LaFortune

A reminder: My home phone number is 235-7044. If you experience difficulties with the BBS, or have questions, please call. There is an answering machine 'on duty' 24 hrs/ day so I will get back to you if need be

(sorry, I won't return long distance calls).

Some users have asked about the choice of software used on our BBS. I realize that there are many BBS programs available (both commercial & public domain) thus offering a wide range of features. My prime criteria for selecting the software was that it be written in Basic so that any necessary modifications (or fixes) could be done with a minimum of trouble. The second requirement was that the BBS would have to support fully remote operation by the sysop. This was due to the fact that during the first 16 months of operation the system was located about 25 miles from my home. The software now being used, NiteLite, fills these requirements and, in addition, is a very flexible program. Yes, it does have some minor flaws, but I haven't seen a 'perfect' piece of software yet!! If anyone has any suggestions concerning new or different BBS software I'd like to hear from you.

NOTE: ABOUT PASSWORDS When selecting a password one should pick a word or phrase which could not logically be associated with oneself. Using your name spelled backwards, the name of your pet, the month of your birth, a term related to your job, etc., etc., are examples of what NOT to use!! Instead, you might look around the room and select the name of an object, a piece of clothing, etc. It might also be wise to throw a few numbers into the password, for example: pen82c11. No, that's NOT one of my passwords, so don't waste your time! Hmm...did he say 'one of'? Yes, I did. Another bad habit people fall into is using the same password on every BBS (or commercial system) that they access. Sure, it makes it easy for you, but if anyone gets hold of your password they'll have a field day!! Moral: use a different password for each system you access!! One final blurb.....**MAKE SURE YOU HAVE A LIST OF YOUR PASSWORDS IN A SAFE PLACE!! YOU'LL SAVE YOURSELF (and us sysops) A LOT OF GRIEF.**

SCHAGHTICOKE FAIR: The C.D.A.C.E. will operate a booth at the fair again this year. We need members to volunteer some time to man (or person) the booth. The fair starts on Thursday, Sept 3rd and runs thru Monday, Sept. 7th. Booth hours are 10:00 am 'till 10:00 pm. We will have bd 130XE and a ST system running. The object of our being there is to inform, educate, and answer questions from the public. Don't you think it would be nice if YOU helped introduce a newcomer to the world of ATARI computing?? Now that you've decided to volunteer, call me at 235-7044 so I may put your name on the roster. Thanks!!

A LITTLE FREE (I HOPE) PROMO: I still operate C & V Electronics (no, there's no walk in store). If you would like a price on hardware, software or accessories, call me at 235-7044. I'll do the best I can on prices, and if I can't get it for you I'll help you find it (or at least try). See you on the CDACE BBS

Captain Caveman's Corner by Michael J. Rourke

****WARNING**** For those of you that are not familiar with this column, it provides hints for adventure game (interactive fiction) players on how to go about negotiating the various puzzles and assorted other things you find in a game. The subject of this edition of The Corner will be PLANETFALL by Infocom, Inc. Those of you readers who do not want any hints about PLANETFALL should close your eyes and skip this column. Or skip it with your eyes open if you prefer. Well folks, it's time for us to take a trip into the world of science fiction again (Starcross was the first) with a look at the game PLANETFALL. This is a very enjoyable game with lots of places to go, lots of things to do, and a few creatures to meet. You'll start out as an Ensign 7th Class in the Stellar Patrol of the Third Galactic Union, a rather lowly rank and a rather lowly job to go along with it (swabbing decks). This will all change rather soon, so don't go wandering too far away from that escape pod. Once in the pod, be sure to secure yourself and enjoy the ride, and when you land don't waste any time leaving. You should have a sinking feeling about this and you may need that survival kit. Now, we'll assume that you've gotten out of the escape pod and have explored a little. The first thing you might want to do is to get across the rift in the floor

of the Admin Corridor. You will have to extend yourself on this one, but the key to cracking it is close at hand, and should pop out at you with all that animal magnetism you have. Next on the agenda will be something to eat. Sure, you have the assorted goos from the survival kit, but you might need more than that before this adventure is through. There's really no sly way of saying this, so, if you have the canteen and are in the kitchen, you should have no trouble getting food. No trouble if you have the Kitchen Access Card. There I go spouting off again. I know you've been just dying to have a playmate, let's go find you one. Get down to the Robot Shop. Try searching the robot before you activate him. Now, turn him on and meet your new friend Floyd. He'll be of great assistance in the times to come, although he nags a lot. Before we take a subway ride, let's finish up one last little piece of business. You must fix the communications equipment so that the distress call can be sent. All you need to do is know where the Comm Center is and where you can find various colored liquids. Of course, something to carry them in would be nice also. Don't use the canteen. Once you've fixed that up, you're ready for a trip on the subway. Head downstairs (via the elevator of course) and into the shuttle. Activate the shuttle and away we go. Rules are rules and the speed limit there is less than 55 so obey it. If you broke the shuttle parking it, don't worry, there are faster and less time consuming ways of getting back and forth between Lawanda and Kalamantire. At Lawanda, there are a few things in need of repair also. (You do remember what you read at Station Monitors don't you?) First, let's try Planetary Defense. You may be a little too tall on solutions here, so let Floyd do some dirty work for you. In addition, a little experimentation may be in order to figure which fromitz board is bad. You're in for a shock if you're wrong. What's the second repair? Of course, that's it! Now, where did I see bedstors around here? Out in the tool shed in the yard that's where. And now for a little computer repair. What's all this output mean anyway? Maybe Floyd could tell you. He does seem a little bit interested in the fact of the computer being in need of repair. You're almost through now, so hang in there. Your next task is getting the magnetic card (look through the window of Bio-Lock) without being killed by the mutations in the Bio-Lab. You may need a little help, and alas, the price is very high. Now, with miniaturization card in hand, it's time to fix the computer. Before you go shinking yourself to get into the computer, save the game just in case you don't bring the right tool or it runs out of power. And now Pzzzt! and you're inside the computer. Zapping the nasty speck that clogs the relay is the easy part, getting back passed the microbe might require that you turn up the heat a little bit and then get the creature to walk the plank once it shows an interest. With all this out of your way, you will find yourself in the Lab Office with not a whole lot of choices. Again, save the game. An important object may be masked from you so look around. Now, let's give it the gas and get out of here! Timing is everything, and if you keep your mutants about you, you should know where to go. After a quick elevator ride, Valid, you've done it. And a nice promotion is yours too. Just in time for the sequel - Stationfall which is now available. And speaking of sequels, let me say a few words about Infocom's new (since last time I mentioned new) games. Oldest of the new group of games is Hollywood Hijinx. This is a treasure hunt through an old Hollywood mansion. Fun, but rather easy. Next, is Bureaucracy, a rather bizarre tale of bureaucratic nonsense by Douglas Adams, the author of Hitchhiker's Guide to the Galaxy. Anyone that has ever run into a bureaucratic snag will enjoy this one. It's pretty difficult in places. Next, come the two latest releases from Infocom - Stationfall and The Lurking Horror. Stationfall is written by Steve Meretzky (Leather Goddesses of Phobos) and his unique brand of humor pervades the game. It contains some rather different kinds of puzzles and all-in-all is a fun game. Lurking Horror is an interactive horror story. It starts out easy enough and as you progress, the feeling of impending doom is ever-present. This one is good and my favorite of the four mentioned here. And so, 'til next time, so long from the planet Resda.



NEWS FROM ATARI (7/17/87):

The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production.

The Atari PC is looking likely for later this Summer. The

XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP.

The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega ST's mentioned above.

The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago.

The ST was present throughout the show in virtually every booth where there were MIDI instruments.

Atari sales people at the show were besieged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of

dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers — it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh!

The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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FLASH HELP

Common Questions and Answers about FLASH
terminal program
Courtesy of Zmag

<1> I have a touch tone line. How do I tell FLASH to dial using touch tone?

Answer: Go to the menu-bar and select DIAL DIRECTORY from the EDIT section. Click on the button that says 'ALTER SETTINGS' and change the Prefix to ATDT. Then hit return to exit the dialog and select SAVE from the FILE section. When the File Selection dialog box appears, click on "Configuration" and save the configuration as the default name FLASH.CNF. This makes sure that the dialer prefix will stay as ATDT the next time FLASH is run.

<2> I'm trying to upload a message to CompuServe using Ascii upload but the text appears scrambled and there are missing characters.

Answer: Change the ASCII upload setting to

set METERING on. If you are using the SIG editor that gives you line numbers, then set PROMPTING on and enter ':' as the prompt character.

<3> All of a sudden the cursor is moving on the screen, but I can't see any text being displayed. What's happened and what can I do to fix it?

Answer: Line noise has resulted in FLASH being sent an escape sequence that has changed the text color to the white. The same error can cause text and background colors to become reversed. If you are using a color monitor then you may see strange combinations of text and background color e.g. red text on a black background. The solution is to use the MODE command to reset the terminal emulation mode. Press on ALT-M and hit enter. This will reset the colors to their default values while leaving the terminal emulation type unchanged.

<4> While uploading or downloading a file using Xmodem I see error messages on the bottom line of the screen. Does this mean the file transfer was bad?

Answer: Xmodem is very good at recovering from errors due to line noise and it's quite normal to see occasional error messages such as Checksum error or Sector number error. If a fatal error occurs, FLASH will always put a message on the bottom of the screen which includes the phrase 'Xmodem Aborted'.

In addition, the other computer will usually realise that a fatal error occurred and also display an error message. FLASH will typically try at least ten times to send/recieve each block of the file before giving up.

<5> How do I edit the FLASH DO files?

Answer: Simple! Just load them into the FLASH capture buffer and edit them in place then save them back to disk. To embed control codes in a DO file, simply hold down the

control key and press the appropriate key, e.g. control-C shows up as an arrow facing right.

To load a file into the FLASH capture buffer, select LOAD from the FILE heading of the menu bar and select CAPTURE from the dialog box that appears. To save the entire capture buffer, select SAVE from the FILE heading of the menu bar and click on the CAPTURE box. You can save just a part of the capture buffer by marking out a block and saving it. The block commands are all under the BLOCK heading of the menu bar.

If you want to load in a DO file for editing without clearing out all the other text in the capture buffer, select MERGE from the FILE heading of the menu bar and then select the filename to merge into the buffer. You can then edit that file and, after marking it as a block, save it back to disk using the SAVE BLOCK option under the BLOCK heading of the menu bar.

AN ICD VISIT

...Tom and Gerry Visit ICD...

From ZMAG60 July 4, 1987

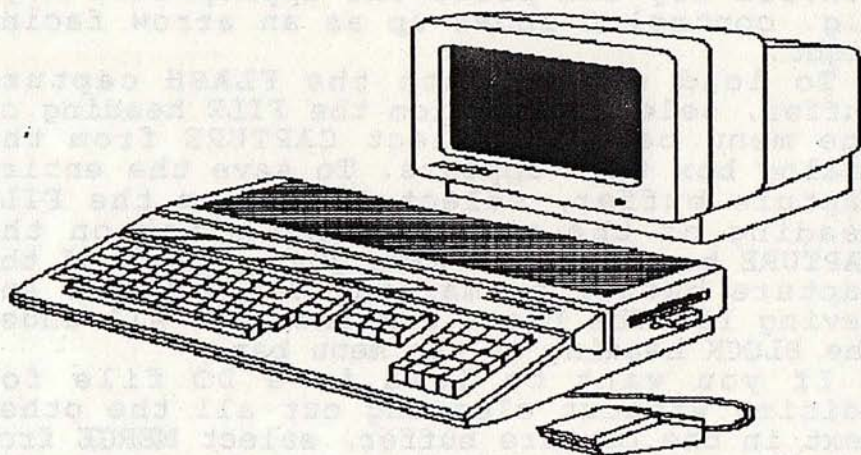
By Jerry Cross and Mike Lechkun

Article courtesy of the CHAOS BBS

Oh well, Mike's lousy mouse joke at least got us in the door and to the receptionist. We entered an old textile factory on a bumpy road on the south side of Rockford, Illinois. The building's reduced demands allowed it to house small, emerging businesses. This is where ICD resides.

After the aforementioned bout with the receptionist, we were greeted by Marilyn, one of the executive secretaries, and were shown the main office. This office house other secretaries, accounting and art departments, and programmers.

Sitting on a dresser in the middle of the room was a



520ST, Courier 2400 modem, disk and hard drives--in short, the ICD BBS.

That's where the fun started! We were introduced to staff programmer Keith Ledbetter. Keith, of Express! fame, showed us his first products for his new employer. ICD Express! (we think that was the title) is an ST BBS program that will knock your socks off and send them across the room! It's really that good!

The program is a mixture of features found on 850 BBS Express! and some of the major on-line services. Written in a language composed by Keith (also to be released as soon as it is documented), ICD Express is a callers dream, yet not a Sysop's nightmare.

In the download section, a user can scan the list of available files, or view each filename followed by a brief description. Arc'd files can be un-arc'd on-line to view the separate files contained in the master file.

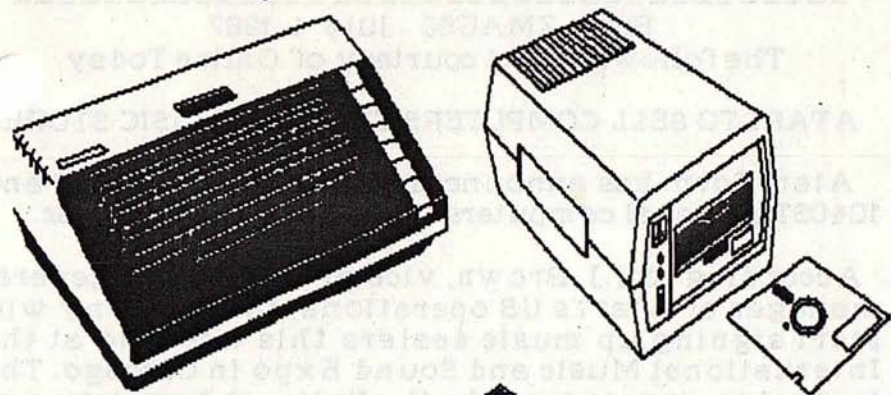
The sysop may set a variety of flags restricting/allowing different privileges to individual users. Standard X-modem, CRCX-modem, and Y-modem are the protocols supported. "Kermit's batching allows some users to type in "*" and download everything, and I'm not too keen on that," said Keith.

32 message bases can be created, with a maximum of

250 messages each containing 4000 bytes of information. This will cost you over a meg of memory, but that's the breaks--get a Mega ST when they come out! Thread following, tagged messages, and a new on-line text editor makes this message area complete.

I thought the suggested retail of \$79.95 was reasonable, Jerry thought it a bit pricey. For ICD's first foray into the ST field, this seems an excellent product in the tradition that ICD has established.

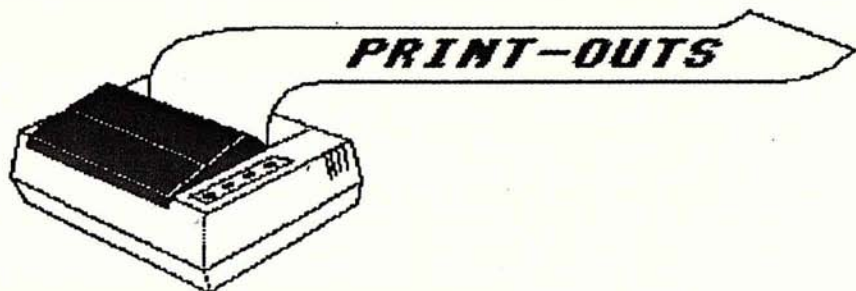
After Mike got up off his knees in worship to Mr. Ledbetter, the tour moved on. Up an escalator and through a vacant machinery room we went. Marilyn left us in the capable hands of Brad, head of shipping/handling and production. Stacks of untested, incomplected MIO devices were about the room. Each MIO is tested from 9 to 24 hours for reliability before packaging and shipping.



This commitment to quality along with ICD's excellent consumer support has forced them to expand three times within the warehouse. Surely a fourth expansion is eminent. When Jerry complained of a lack of quality service on non-ICD equipment in his area, Brad rather matter-of-factly said "send it in to us - Tom (Harker, ICD's President) will look at it." ICD routinely assists with all installation of their products at reasonable fees. ICD installs Rambo's (memory upgrades), and US

Doublers (1050 drive enhancements) for \$30 and \$15...they'll look at user's equipment as well when their own product checks OK.

After being frisked for any free sample MIO's (just kidding), our tour had ended. In spite of the grubby factory style surroundings, ICD is a company committed to dependability to all Atari owners. This is one book you can't judge by the cover!



.....Atari News.....

From ZMAG60 July 4, 1987

The following text courtesy of Online Today

ATARI TO SELL COMPUTERS THROUGH MUSIC STORES

Atari Corp. has announced it plans to sell 520ST and 1040ST personal computers through US music stores.

According to J.J. Brown, vice president and general manager of Atari's US operations, the company will start signing up music dealers this weekend at the International Music and Sound Expo in Chicago. The trade show is sponsored by the National Association of Music Merchants (NAMM). "It's a natural fit for Atari," said Brown. "Music stores already sell music software, and the ST is rapidly becoming the computer of choice for musicians because of its low price and high performance. Another reason is that it is the only personal computer with a built-in MIDI (musical instrument digital interface). Musicians can use an ST

immediately; there's no need to buy a MIDI interface board." --John Edwards

ATARI MEGA ST RELEASE IS IMMINENT

An Atari executive has reacted to rumors that Atari's Mega ST would not be ready until September. Atari users have been hearing rumors that the new machine would be delayed until September.

The reason usually supplied was that the SLM804 laser printer was having production problems and Atari wouldn't release the MEGA without the printer.

Neil Harris, Director of Marketing Communications at Atari, says that the release of the Mega ST is "imminent." Although Harris didn't comment on the laser printer's supposed problems, he did say that Atari saw "no reason to wait on the laser printers to get the Megs out the door." He also said that the SLM804 (laser printer) will be ready well in advance of September. --James Moran

INTELLICREATIONS ANNOUNCES NEW PRODUCTS AND FORMATS Chatsworth, CA -- June 25, 1987.

IntelliCreations, Inc. today announced the upcoming release of new formats for a number of existing products.

Video Title Shop for the the Atari will be on the market in July. Video Title Shop is a computer + VCR utility that allows the user to create text and graphics screens for use with recordings of all kinds - family occasions, holidays, school and business. The first supplemental disk, Graphics Companion I, will be released simultaneously with release of Video Title Shop.

Alternate Reality - The Dungeon for the will be available for the Atari XL/XE systems in July. The Dungeon, a sequel to The City, can be played with a character created in The City, or with a new character entering the mysterious world populated by beings beyond description.

Alternate Reality - The City, which is now available for the Atari and Atari ST. A Survival Handbook for players of The City was shipped in May and is available at a suggested retail price of \$9.95.

New product releases for the second half of 1987 include: Tomahawk, a helicopter simulation in which the player gets to pilot the Apache helicopter flown by the U.S. Army -- a machine designed to fly at speeds in excess of 200 mph, and whose sole task is to seek out and destroy anything that gets in its way. The player can select combat or training missions at four piloting levels in a 3-D real world display. Features include offensive and defensive flight maneuvers; ground attack and air-to-air interception, day and night vision systems, and instruments only flying. Tomahawk will be released in August for the Atari computers at a suggested retail price of \$34.95.

Force 7, an action/adventure game in which the player is the commander of a special forces unit sent to the planet Karis to rescue the humans at an Energy Fabrication plant which has been overrun by aliens. One space suit has survived the journey, so you can only teleport one crew member at a time to the planet surface to fight the invading aliens. Force 7 will be available for the Atari systems in September at a suggested retail price of \$19.95.

Additions to the war strategy game series include:

Bismarck - The North Sea Chase, a battleship simulation in which the player can choose to command the Royal Navy or the dreaded German battleship that sunk H.M.S. Hood in 1941. This multi-level game gives the player the opportunity to use conventional battleship weapons or take to the air in a Fairey Swordfish torpedo plane via a cockpit-perfect flight simulator. Bismarck will be available for the Atari in September at a suggested retail price of \$34.95.

Tobruk - The Clash of Armour will be released in October for the Atari at a suggested retail price of \$34.95. This tank simulation, war strategy game puts the player into the role of Rommel, head of the German Afrika Korps, in his attempt to defeat the British in

North Africa and move into Egypt, thus destroying the Allies hold on the southern Mediterranean.

Dark Lord is an introductory graphics/text adventure in which the player has inherited his grandfather's house and all his possessions, including a journal that reveals the unbelievable discovery he claimed to have made.

ZMAG HARDWARE REVIEW

...QUBIE'S MODEL MODEM...

From ZMAG60 July 4, 1987

By: Alan Roseman

QUBIE' SUPER MODEM 1200 EXTERNAL FROM: QUBIE 507 Calle San Pablo Camarillo, Ca. 93010 800-821-4479

Delivered Price \$99.00 The QUBIE' SUPER 1200E is a standard size external modem (5"x9"), it's outer case is made of steel in a painted finish. It's face is a contrasting dark brown. The face of the QUBIE' SUPER 1200E displays a full array of informational LED's. HS-high speed, AA-auto answer, CD-carrier detected, OH-off hook, RD- receive data, SD-send data, TR- terminal ready, MR-modem ready. Immediately left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access. The rear of the QUBIE' SUPER 1200E offers you access to it's RS-232C port, an on off switch, speaker volume control, telephone and power input. As you can probably tell from the description the QUBIE' SUPER 1200E is a very well equiped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches from 1200 to 300 baud on connect if necessary? Well it does that too. The QUBIE' SUPER 1200E accepts all standard HAYES commands, I have used it on all local BBS's as well as the major pay to connect information services. It has performed in an error free fashion in every case. The documentation is complete and easy to understand even for the novice. The QUBIE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain for big blue fans. Delivery which is via UPS is free and takes appx. six days. For about six dollars they will ship express which cuts delivery to about three days. You probably haven't heard of the QUBIE' Co. Well neither had I. I was put on to them by a friend who told me that QUBIE' doesn't advertise in the ATARI mags. They seem to stick with the PC related publications. That, I'm afraid, is a loss for both us and the QUBIE' Co. When I ordered my modem I made a point of telling the salesperson that out in the world are may varied micro users, they would only help their own cause by addressing a wider selection of us. When you are writing a product review and begin to sound like a shill for the product in question it sends out a clear message. This is a product which defies you to find fault. Whether you look at the price \$99.00, or the product integrity. I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. A great product at a great price.

Some Random Observations
by Bill Silverman, Newsletter Editor

No great insights this month just some hither and thither tidbits from a month of computing and note taking.

GAMESTAR CHAMPIONSHIP BASEBALL
suggested retail \$49.95

is a translation from a commodore 128/64. The manual is all commodore with an addendum for the Amiga and ST. There is some nice interplay between pitcher and batter but nothing any better than that of Hardball by Accollade for the XE (\$19.95). Championship Baseball promises great sound but there is none, hmmmmm. Considering the digital sound found in 10th Frame this must be a case of poor knowledge of the ST and how to program it! By the way Champ Baseball requires the use of a joystick(!) what a pain. On a 1040 the game could have been written to use a mouse, another case of poor porting. Controlling the players is done through the movement of the joystick but each fielder is limited to a zone of the field - no matter how hard you push that fielder isn't going to chase that ball. In summary Chump Baseball is a poor translation of a Commodore game without sound, with limited playfield movement, and no utilization of the mouse. The graphics are good and the batter/ pitcher animation routines are well done. I paid good retail money for this game and got an unfinished ST product. There are many games which cost as much or less that make much fuller use of the ST - buy them instead!

One on One Basketball by Electronic Arts.
\$19.95 suggested retail

This is one the greatest two player games ever put out for the XL/XE computers. Controlling the Bird or Dr J with a joystick takes some practice but once you learn the mechanics of the game everything is great!! The game somehow duplicates the pressure of playing 1/1 basketball with all the nuances, fakes, drives, steals it has it all. If you like CPU sports you'll love this game.

One word of warning EA says this game is for the XL/XE computers. I had to use a translator disk and some funny

trial and error booting to get the game to load. Anyway this is how I finally got it loaded:

<1> boot the B version of the translator disk with the option key held down.

<2> insert ONE ON ONE and press select, the program will begin to load and then lock up.

<3> hold down the option key and press reset. The program will then load and your ready to go.

I don't know if the unload/wont go is a function of the copy protection of the disk, quirks in software itself, the old 800/XL compatibility issue, or problems with the drives (the disk was loaded from both a standard 810 and a Rana with the same results). Regardless, the hassle is worth the price of admission - this game is FUN.

A Calc Prime vs Syn Calc

Prime is a diffinate improvement over A Calc but is is still a kludge in putting together a significant spreadsheet. It's greatest knock it is that you must declare what type of attribute each and every cell is as you enter data. Syn Calc remembers how you set it up the first time and just like a Timex wrist watch it just keeps on ticking.

With Syn Calc and Prime are now equal in setting direction of data entry and this is an essential attribute for effecient input.

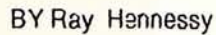
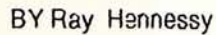
The menu system for Prime is as close to ideal as you can get. Particularly efficient is the use of buttons to declare drive paths. Strangly however it is still not as quick as the Syn Calc keyboard controlled menu boxes.

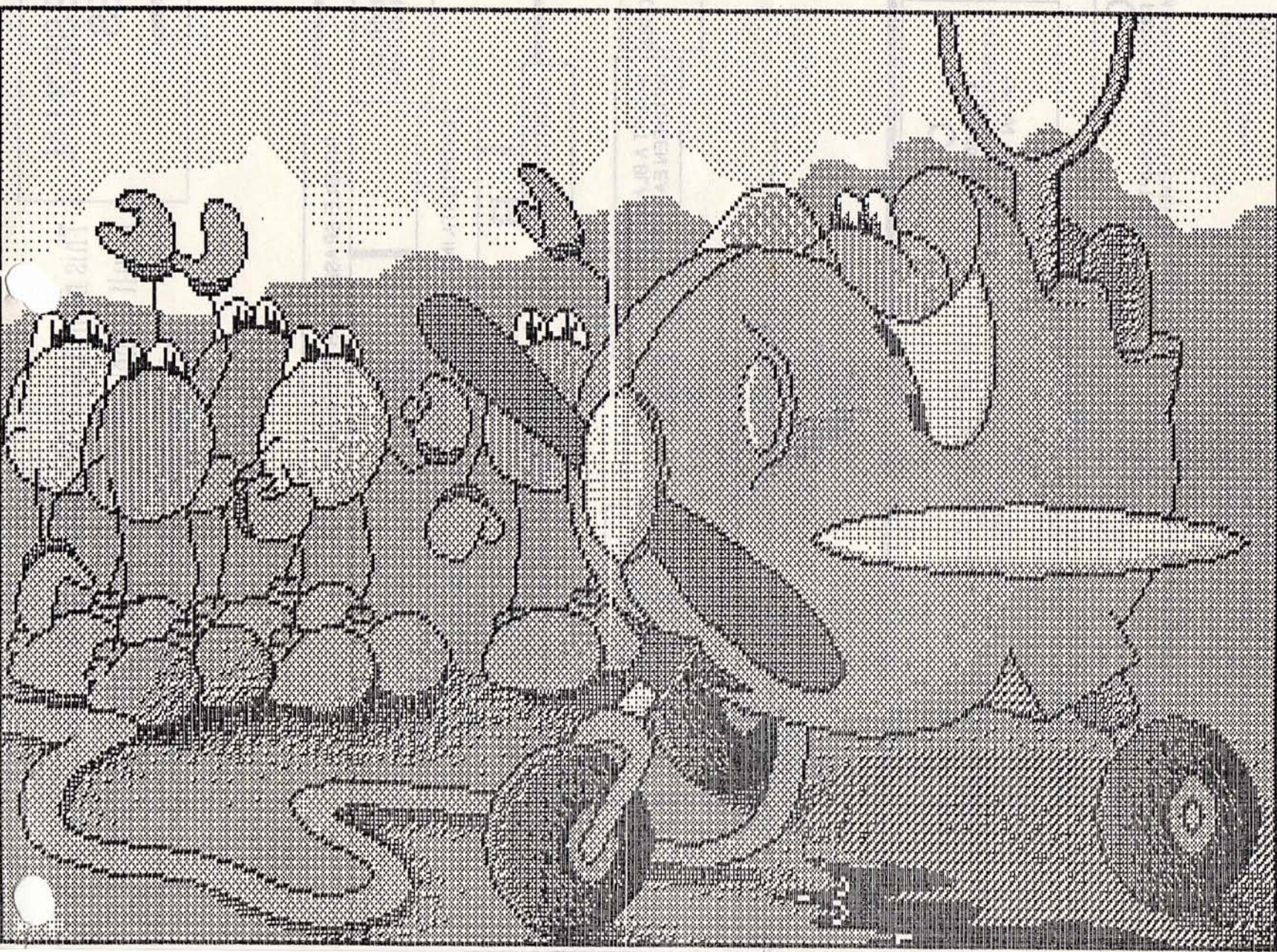
In size Prime is a clear winner, you write speadsheets of monster proportions. Even the XE's 84k of work space is puny when compared to the 800K+ of Prime. Both programs need to have Auto Calc turned off when dealing with large sheets. The Prime mouse does a quicker job turning autocalc on and off.

Well those are just some of the comparative attributes of the two spread sheets. I would still give Syn Calc an edge for overall intuitiveness and ease of use but the lead is now fairly small and for large speadsheet design Prime works well enough to make it a usefull piece of software.

BY Ray Hennessy

BY Ray Hennessy







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Igor Stravinsky

